

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently amended) A method for limiting dissemination of content in an online game, the method comprising:
  - [a-] hosting[,] for transmission[,] content designated as goal-activated content;
  - [b-] transmitting the goal-activated content to the client upon a client request; and
  - [e-] instructing the client to delete the goal-activated content stored on the client.
2. (Currently Amended) The method of claim 1[,] wherein step b- transmitting the goal-activated content comprises transmitting the goal-activated content to the client responsive in response to a determination that a player associated with the client has fulfilled a goal.
3. (Currently Amended) The method of claim 1[,] further comprising the step of receiving a history profile from the client.
4. (Currently Amended) The method of claim 3[,] wherein step e- instructing the client to delete the goal-activated content comprises instructing the client to delete goal-activated content stored on the client in accordance with the history profile.
5. (Currently Amended) The method of claim 1[,] further comprising the step of encrypting the goal-activated content prior to transmission to the client.

6. (Currently amended) [The] Δ method for limiting dissemination of content transmitted by a server in an online game, the method comprising:
  - [a→] requesting goal-activated content from the server;
  - [b→] receiving the goal-activated content from the server;
  - [e→] receiving an instruction from the server to delete goal-activated content; and
  - [d→] deleting the goal-activated content.
7. (Currently Amended) The method of claim 6[,] wherein step e) receiving an instruction from the server to delete goal-activated content comprises receiving, upon initialization of an executable program, an instruction to delete the goal-activated content.
8. (Currently Amended) The method of claim 6[,] further comprising the steps of maintaining a history profile [comprising] having information about content received from the server and sending the history profile to the server.
9. (Currently Amended) The method of claim 8[,] wherein step e) receiving an instruction from the server to delete goal-activated content comprises receiving an instruction to delete the goal-activated content in accordance with the history profile.
10. (Currently Amended) The method of claim 6[,] wherein step e) receiving an instruction from the server to delete goal-activated content comprises receiving an instruction to delete all goal-activated content.
11. (Currently Amended) The method of claim 6[,] further comprising the step of determining that a player has fulfilled a goal.
12. (Currently Amended) The method of claim 11[,] wherein step a) requesting goal-activated content from the server comprises requesting [a] goal-activated content in response to the fulfillment of the goal.

13. (Currently Amended) A method for limiting dissemination of content transmitted by a server to a client in an online game, the method comprising:
  - [a] responding to a request by the client [for] requesting goal-activated content from the server;
  - [b] the server transmitting the goal-activated content to the client; [and]
  - [e] the server instructing the client to delete [the] goal-activated content. +and
  - [d] the client deleting the goal-activated content.
14. (Currently Amended) The method of claim 13[,] further comprising the steps of the client determining that a player associated with the client has fulfilled a goal, and the server authenticating that a player associated with the client has fulfilled the goal.
15. (Currently Amended) The method of claim 14[,] wherein step a) responding to a request by the client for goal-activated content comprises requesting goal-activated content in response to the fulfillment of the goal, and wherein step b) transmitting the goal-activated content comprises transmitting the goal-activated content to the client responsive in response to the authentication.
16. (Currently Amended) The method of claim 13[,] further comprising the steps of the client maintaining receiving a history profile comprising maintained by the client, the history profile including information about content received from the server, and the client sending the history profile to the server.
17. (Currently Amended) The method of claim 16[,] wherein step e) instructing the client to delete the goal-activated content comprises instructing the client to delete goal-activated content in accordance with the history profile.

18. (Currently Amended) The method of claim 13[,] wherein ~~step e) instructing the client to delete the goal-activated content~~ comprises ~~the server~~ instructing the client to delete all goal-activated content.
19. (Currently Amended) The method of claims 13[,] wherein ~~step e) instructing the client to delete the goal-activated content~~ comprises ~~the server~~ instructing the client to delete all goal-activated content upon initialization of an executable program by the client.
20. (Currently Amended) A computer based content dissemination limiting apparatus comprising:
  - [a] a non-volatile memory element storing ~~data representative of~~ goal-activated ~~content [data]~~;
  - [b] a transceiver ~~[for]~~ receiving a connection request from a remote client on ~~[the]~~ [a] network;
  - [e] a processor determining that the goal-activated content is to be transmitted to the client;
  - [d] the transceiver transmitting the goal-activated content; and
  - [e] the transceiver transmitting a deletion instruction to the client.
21. (Previously Presented) A method for controlling access to content by clients in a multiplayer game, ~~the method~~ comprising:

maintaining a state for each ~~player of one or more players~~ in a multiplayer game;

storing content for distribution to clients associated with the players in the game, including storing content in association with each of a plurality of states that can be reached by at least some of the players;

~~controlling access by a first client to content associated with a first state of the plurality of states, including~~

determining [that] whether a first player associated with [the] [a] first client has reached [the] [a] first state, [and]

~~restricting access to said content if the first player has not reached the first state; and~~

permitting access to said content if the first player has reached the first state.

22. (Currently Amended) The method of claim 21[.] wherein the state for a player comprises a fulfillment of a goal in the game.
23. (Currently Amended) The method of claim 21[.] wherein determining whether the first player associated with the first client has reached the first state comprises determining whether the player has met goal requirements associated with the first state.